ABSTRACT

In a network environment, multimedia content is streamed from a server computer to a client computer via the network. A user of the client computer can alter the speed at which the multimedia content is played, either speeding up or slowing down the playback. The client seamlessly switches between the different playback speeds, reducing breaks and/or delays between the time the user selects the new playback speed and the time the multimedia content begins being played back at the new speed.